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ON-DEMAND METHOD AND SYSTEM FOR ENTERTAINING A USER

ABSTRACT OF THE DISCLOSURE

An on-demand method of entertaining a user using an entertainment device comprising the steps of: providing a conventional entertainment to the user; monitoring a remote broadcast of compressed entertainment data; receiving the compressed entertainment data; storing the received compressed entertainment data; providing the operator with a selection of choices corresponding to stored entertainment data; receiving a user input designating an entertainment choice representing one of the choices corresponding to stored entertainment data; and using the stored entertainment data corresponding to the entertainment choice for to provide entertainment to the user.

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